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**MARKED-UP COPY OF AMENDED CLAIMS**

52. (Amended). A method for a plurality of players to play an auxiliary game in conjunction with playing a card game with a plurality of cards, the method comprising:

providing the card game and the auxiliary game, the card game including bonus events, and the auxiliary game including a plurality of successive [tiers of] bonus levels, at least one from the plurality of successive [tiers of] bonus levels being a starting level and at least one from the plurality of successive [tiers of] bonus levels being a prize level for which a prize is awarded, each of the plurality of players having a player bonus level, the player bonus level being selected from the plurality of successive [tiers of] bonus levels;

providing a bonus point display for displaying the bonus level of each of the plurality of players, the bonus point display comprising a plurality of player interface units, each of the plurality of player interface units being associated with one from the plurality of players, wherein each of the plurality of player interface units includes a display element and a player control element manipulable by the associated player to select the prize; and

providing a controller connected to the bonus point display for causing the display to display the bonus level of each of the plurality of players, and for causing the display to reset and to display the starting level in response to the bonus level of the associated player reaching the prize level;

providing a prize display, the prize display including an indication of at least one prize available to each player reaching the prize level and at least one light emitting element associated with each indication, wherein the controller is connected to the prize display, the controller further controlling the light emitting elements associated with the indication on the prize display to indicate the

prize received by each player;

providing a dealer interface unit associated with the dealer of the primary game, the dealer interface unit including dealer control elements for signaling the controller to display the bonus level for each player on the bonus display;

initiating the play of the card game;

at least one of the bonus events occurring, the at least one of the bonus events being associated with one from the plurality of players;

displaying the bonus level of each of the plurality of players;

upon the at least one bonus events occurring, providing to the one from the plurality of players an option to select to advance at least one [tier the player] bonus level [of the one from the plurality of players];

receiving a selection of the option to select to advance at least one [tier;] bonus level; and

if the one from the plurality of players advances to the prize level, the controller causing the player interface unit to reset the display element to display the starting level;

the dealer control elements of the dealer interface unit signaling the controller to activate the player control element at the player interface unit associated with the player reaching the bonus level;

the controller activating at the player interface unit in response to a signal from the dealer control elements of the dealer interface unit;

the player reaching the bonus level manipulating the player control element to select to generate the prize; and

generating the prize for the one from the plurality of players from a plurality of random prizes.

53. (Amended). The method of claim 52, further comprising:

the controller determining when each player has reached the [bonus] prize level, the [bonus] prize level entitling the player to select the prize; and

the controller activating the player control element to select the prize upon determining that the player has reached the [bonus] prize level and upon signaling from the dealer control elements.

94. (Amended). An apparatus as defined in claim 68, wherein:

the dealer interface unit includes a display for displaying game control information to the dealer; and the controller signals the display of the dealer interface unit to display information prompting the dealer to manipulate the dealer control elements in accordance with [rules of play of] the auxiliary game.